Don’t Hang Up

A Game By Yi Chen Hock

# Summary

**Don’t Hang Up** is a point-and-click meta horror-mystery game made in Godot Engine for the PC. The aim of the game is to play the game several times, call numbers found in the phonebooth to find out about why Dom is there, to learn about his own past and break the curse surrounding the phonebooth.

## Overview

A young man called Dominic Wells wakes with amnesia to find that he is in front of a phonebooth in the middle of nowhere. He sees that his wallet is in the phonebooth for some reason and goes to investigate.

Dom’s cause of amnesia is due to a recent incident. He was travelling back home from University via the train. On his way home via a taxi, he and the taxi driver were attacked by the ghost haunting the phonebooth. The taxi driver believes that Dom attacked him and runs to call the police, while Dom escapes with serious head injuries, leading to significant memory loss of the incident and parts of his past.

In the phonebooth, Dom finds several numbers that he can call. By talking to different people, he discovers more about himself and about the phonebooth.

World rules:

* Dom retains memory between each replay
* Dom remembers how painful it is like to die
* Nobody else remembers clearly, but some have a fuzzy recollection of what Dom has done in a different ‘world line’
* Dom can ‘revive’ because of his strong will to live

## History Of The PhoneBooth

The phonebooth was first built by the local council in the mid-1980s but was soon taken down a decade later due to the horrific murder of a PT engineer who came to service the phonebooth by a gang of rebellious adolescents in the year 1996. His body was hidden in the large compartment of the booth for 10 months before complaints by residents about the smell was finally investigated by the police.

# Phonebook

|  |  |  |
| --- | --- | --- |
| Dominic Wells |  | Lack of social connections, not very close to his family.  Has a huge crush on Summer and also a history of stalking her, though he doesn’t quite remember. |
| Mary Tucker |  | Mother of Dom. Divorced Dom’s dad a while ago and is now married to Mr Tucker, who is a single father with a son Thomas Tucker.  Not on good terms with Dom. Makes unreasonable/groundless assumptions about Dom which partially turn out to be accurate. |
| Thomas Tucker |  | Dom’s stepbrother. A manipulative sociopath. |
| Summer (last name not given) |  | Believes that Tom cares about her. Has PTSD due to Dom and refuses to speak to him. |
| Arnold, PT Engineer |  | Ghost of the phonebooth. Has a narrow view that everyone are nasty people. Preys and lures people who are socially isolated. He dreams of being able to talk to his children for the last time. He left his wife years ago when she was pregnant and was never very close to his children. |
| Jim, Tech support guy |  | Actually a scammer |
| Taxi guy | 6243301 |  |
| Organ donor HR |  |  |
| Tart card | 2291284 |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# Endings

## True Ending

When speaking to Arnold’s son, tell him about how nice he is. Leads to the scene with the blue hydrangeas, which represent gratitude.

## Regretful Ending

When speaking to Arnold’s son, tell him about how he is a terrifying person.

# Main features

# Extra Features

Easter eggs

Harry Potter

# conversations

Call police – if you reveal that you are dom, they come and arrest you for assault and battery.

Opening first time

Meta??

Intro title screen

Blank open, comes into focus, shaky camera

Call taxi number

Find out what happened on that taxi trip

Parallax view from lying on the floor, people looking over dom

>> leads to reopening the game, you get a short flashback of being hit

Self speech says,

Newspaper

Flashback same aesthetic as old things

Main plot

Phone a number

\*Complete a puzzle

From the coin change compartment, a key will drop out

Drag the key to the bottom part to unlock and reveal skeleton

Skeleton holds a book with more clues

Book is a maintenance log of phone booth servicing

Discover that the phone booth has been taken down years ago

\*Find the identity of the skeleton (and ghost which haunts the phone booth)

Discover that it has been luring people who have very little connections with other people/not many close friends -shown by his mother not caring about his whereabouts

\*Find out how to break the curse

Let the skeleton call his children for one last time

Fades away to an eroded phonebooth and blue hydrangeas which signify gratitude

Side stuff A

Summer is stalked by dom

Will not talk to dom

If ask mum about summer, she will say that he and her were once very close

But his brother visits her often now

Dom can pretend to be his brother

He will get information about what he has done to her

Dom can get several people to try and come meet him in person at the phone booth

\*People include: summer, police, tart card woman, organ donor men in Black

See silhouette of person but they can't quite see you

They get terrorised by the ghost

Reporting to the police (calling 999)

Calling mum

Calling summer

Hello who's this?

It's Dominic

= oh... ●

its

Calling brother

Calling suicide hotline

Calling morse code

Calling tart card

Calling pickles

Calling the chain number

Calling organ donor

Calling railway

Calling

Gameplay

“Where am I?”

“I can’t seem to remember a thing huh…”

“This seems to be in the middle of nowhere.”

“Maybe I can call for help in this phone booth, although I don’t have any coins”

\*pick up wallet\*

“Is this my wallet?”

“Why can’t I remember…”

\*Phone rings\* “YOU ARE ALONE. BE AFRAID.”

\*Call PT\*

“Maintenance: you can do it yourself. Although I can’t give you the key sorry. I guess you can’t do anything then.”

“You want me to give you the key? I already told you, I’m not going to give it to you”

“What are my hobbies? Hmm, you must be bored out of your mind to ask me these questions, but I guess I would be too. Promise you won’t judge me okay? I like collecting anime figurines, especially limited edition ones. Although I’m pretty gutted I wasn’t able to get my hands on the latest one”

\*Give number to the maintenance guy in exchange for key – someone is trying to sell their collection – get this number from your brother\*

\*Use key to open up the metal door\*

Discover skeleton and maintenance book, phone booth starts to warp?

\*Phone rings\* “DON’T LOOK AT ME”

Step into the other realm

Endings:

1. You leave with the police but you die as the police driver drives you to your death
2. You get summer to come and see you but you pretended to be your brother

Kalm is a meditation hotline for people to feel better, but they are actually a brain washing organisation

Organ donations go to Kalm to build their phonebooths around the country

Start game

Call the tech support

Get the key only if you answer their question right

Open the metal door

Remove the skeleton

Disable the power

Switches to the true view

The phone in the true view replays last messages people various people who have died at the hands of the booth

The brain just says they are hungry

Have normal conversation with the brain once you feed it something

The brain says they miss their daughter

Find out who their daughter is, the only clue given is that they worked at old mill farm

Once you get the number, call number in the other phone booth